Python for Data processing

Lecture 2:
Arrays, tensors and computations - Part II

Glib Ivashkevych

What we already know

A lot about **numpy** arrays:

- creation
- indexing
- universal functions
- linear algebra
- best practices
- 1/0

Why numpy is not enough

numpy arrays are great but:

- they work only on CPU
- they provide only basic building blocks

For deep learning:

- CPU/GPU/TPU/?
- gradients

PyTorch

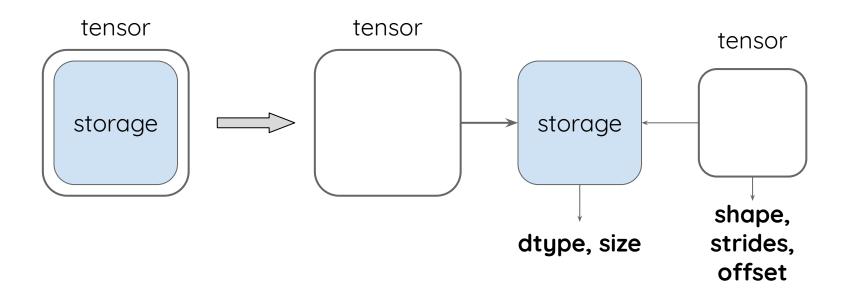
- **tensors** provide the same operations as **numpy** arrays
- work on CPU/GPU/TPU
- provide autogradients
- deep learning building blocks
- efficient data loading
- deployment

PyTorch tensors

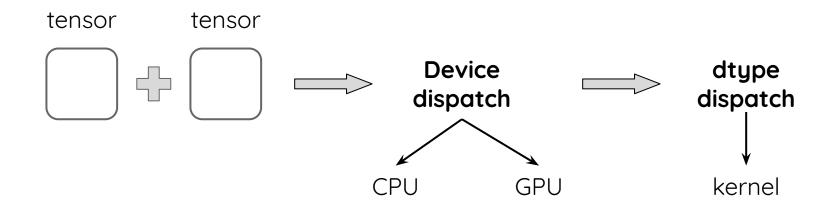
Tensors

- similar to arrays, provide the same computational facilities
- can **share** data
- can live on **different devices**
- provide **declarative** computations

Tensors and storage



Devices and computations



View, copies, reshaping

PyTorch is a bit more elaborated:

- view: always returns a view or fails
- reshape: returns either view or new tensor
- depends on contiguity constraints

Gradients

In deep learning we need **gradients**:

- to calculate updates to network parameters (weights)
- no way to do that in NumPy
- an easy go in PyTorch (a bit more elaborated in Tensorflow)

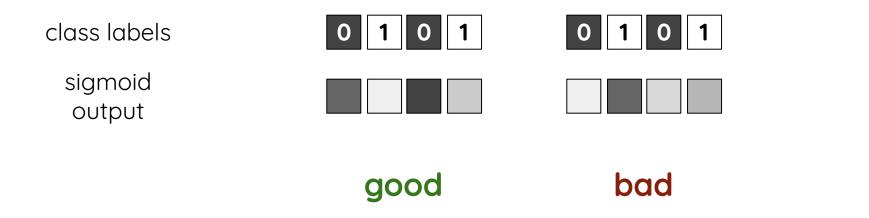
$$L\left(a_{ij}\right)$$
 (scalar) $ightarrow \frac{\partial L}{\partial a_{ij}}$ (tensor)

Logistic regression with PyTorch

Logistic regression: setup

- two-dimensional input (created with make_blobs from sklearn.datasets)
- binary classification with linear decision boundary
- output: sigmoid
- from **scratch**

Log loss



We want: probability \downarrow for class 0, probability \uparrow for class 1 \rightarrow let's try it out!

What we've learned

- numpy broadcasting
- how to use **numpy** efficiently
- PyTorch tensors and gradients
- how to perform simple gradient descent

Words we know

- Jupyter
- numpy
- PyTorch

Assignment

- explore NumPy broadcasting and linear algebra
- reimplement logistic regression with PyTorch deep learning building blocks

questions?